

## In The Claims

1-133 (Canceled)

134 (Currently Amended) A method for using newprom awards on a game device, said game device configured to ~~enable play of a game whose outcome is based at least partially on a random event, and configured to receive newprom award data, said method comprising:~~

providing at least one game on said game device whose outcome is at least partially determined by a random event;

associating game device configurations with newprom data, said newprom data comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only enable play on a subset of gaming devices on which said newprom data is otherwise usable; game play enhancement, or, award level enhancement;

configuring said game device in accordance with said newprom data; and, allowing play of said game on said configured game device.

135 (Currently Amended) A method for using newprom data on a game device configured to ~~enable play of a game whose outcome is based at least partially on a random event, said game device configured to receive an electronic signal comprising newprom data, said method comprising:~~

providing at least one game on said game device whose outcome is at least partially determined by a random event;

associating game device configurations with said newprom data, said newprom data comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only enable play on a subset of gaming devices on which said newprom is otherwise usable, game play enhancement, or, award level enhancement;

changing game device configuration in accordance with said newprom data; and, allowing play of said game on said configured game device.

136 (Previously Amended) The method of 135 further comprising:

identifying a player;  
associating said player with said newprom data; and,  
receiving electronic newprom data associated with said player at said gaming device.

137 (Currently Amended) A method for retrieving and using newprom data on a game device ~~configured to enable play of a game whose outcome is based at least partially on a random event~~, said method comprising:

providing at least one game on said game device whose outcome is at least partially determined by a random event;

accepting newprom data, said newprom data comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only

enable play on a subset of gaming devices on which said newprom data is otherwise

usable, game play enhancement, or, award level enhancement;

determining which, if any, of said newprom data is applicable to said game device;

associating a game configuration with said applicable newprom data; and,

configuring said game device in accordance with said associated game

configuration, if any.

138 (Currently Amended) A method for retrieving and using newprom data on a game device configured to enable play of a game whose outcome is based at least partially on a random event, said game device configured to accept an electronic signal having newprom data therein, said method comprising:

providing at least one game on said game device whose outcome is at least partially determined by a random event;

accepting player ID;

receiving electronic data further comprising newprom data associated with said player ID, said newprom data comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only enable play on a subset of gaming devices on which said newprom data is otherwise usable, game play enhancement, or, award level enhancement;

decoding newprom data in said electronic signal;

determining which, if any, of said newprom data is applicable to said game device;

associating a game configuration with said applicable newprom data; and,

configuring said game device in accordance with said configuration.

139 (Currently Amended) A method of using newprom data by a player in a device configured to ~~enable play of a game whose outcome is based at least partially on a random event~~, the device configured to accept input and issue output containing newprom data, the method comprising:

providing at least one game on said device whose outcome is at least partially determined by a random event;

accepting input originating from said player, said input containing newprom data; said newprom data comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only enable play on a subset of gaming devices on which said newprom data is otherwise usable, game play enhancement, or, award level enhancement;

processing said newprom data in accordance with said device; and,  
issuing output, if any, in accordance with said processing by said device.

140 (Previously Amended) The method of claim 139 where said input originating from said player comprises a voucher, and said issued output is a voucher receivable by said player.

141 (Previously Amended) The method of claim 139 where said input originating from said player is a player ID, the method further comprising:

accepting said player ID;

retrieving newprom data associated with said player ID in an electronic form; and,

issuing output in an electronic form, containing therein newprom data associated with said player ID.

142 (Previously Amended) The method of claim 141 where said device is a game device, and said processing further comprises:

- associating a game configuration with said newprom data;
- configuring said game device in accordance with said configuration associated with said newprom data;
- allowing a player to play said configured game device; allowing said game device event and configuration to change in accordance with said play, if any;
- associating newprom data with a current game device event and configuration;
- and,
- issuing newprom data in accordance with said current game device configuration.

143-144 (Canceled)

145 (Previously Amended) The method of claim 139 where said device further comprises a prize station, said processing further comprising:

- accepting newprom data presented at said prize station;
- extracting award credit data from said newprom data, if any;
- associating any award credit data with prize selections, if any;
- using any input from a player to make a choice between available associated prize selections, if any;

awarding said chosen prize selections to said player, if any;  
reconfiguring said newprom data in accordance with issued prizes, if any;  
reconfiguring said newprom data in accordance with any applicable information  
contained within said newprom data, if any;  
reconfiguring said newprom data in accordance with any applicable information  
residing within said prize station, if any;  
issuing said reconfigured newprom data in a manner chosen by a player, if any;  
issuing said reconfigured newprom data in a default manner if there is no input  
from a player, if any; and,  
issuing newprom data equivalent to said accepted newprom data if there is no  
reconfigured newprom data.

146 (Canceled)

147 (Previously Amended) A method for generating newprom element states, the  
element states for use in generating and using newprom awards, the method comprising:

(a) identifying a list of elements such that said list embodies the properties to be  
used in issuing and using newprom awards, and such that each element is assigned its  
own primary property, said list comprising at least one of a time restriction, a location  
restriction, a gaming device restriction further configurable to only enable play on a  
subset of gaming devices on which said newprom data is otherwise usable, a game play  
enhancement, or, an award level enhancement, and where at least one element is usable

only with a gaming device having a game whose outcome is at least partially determined by a random event;

(b) choosing a first element;

(c) establishing a set of states for said chosen element, where said set of states enables the assigned primary property of said element to be used in the breadth and granularity needed for said property, and where each state is defined to allow algorithmic determination of the state's status when used in an embodiment;

(d) assigning said established states to said element;

(e) choosing a next element, if there is one;

(f) continuing with step (c) if a next element was chosen, or finishing if all the identified elements contain the states needed for the targeted use of the newprom awards.

148-149 (Canceled)

150 (Original) The method of claim 147 where each of said identified elements contains at least one state indicating a null or any state, such that if used, the element does not determine the algorithmic outcome of a state analysis used in determining newprom award applicability or newprom award issuance.

151 (Currently Amended) A method of using element states for evaluating the applicability of newprom awards for use on a gaming device ~~having at least one game whose outcome is at least partially dependent on a random event~~, the method comprising:

providing at least one game on said game device whose outcome is at least partially determined by a random event;

(a) receiving a newprom award having one of, newprom data thereon, or, ID data correlating to retrievable newprom data, said newprom data comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only enable play on a subset of gaming devices on which said newprom data is otherwise usable, game play enhancement, or, award level enhancement;

(b) extracting newprom data from one of, newprom data contained on said newprom award, or, from said retrieved newprom data, or, from both sources;

(c) arranging said newprom data by elements and states;

(d) establishing a set of characterizing states for the proposed use, including but not limited to applicable data such as present location, gaming device, game type, game manufacturer, game designer, current date and time of day, prize type and location, and, enhanced game configurations available;

(e) comparing the set of states available from said newprom data with the set of states and information found related to the proposed use;

(f) using the results of said comparison to determine the applicability, range of applicability, and extent of applicability of the received newprom award to the proposed use;

(g) enabling an allowed proposed use, if any; and,

(h) returning or issuing a newprom award containing data corresponding to states not used in the last step, if any, in addition to data corresponding to states not applicable or otherwise not used, if any.



152 (Previously Amended) A method of using element states for the issuing of newprom awards, the method comprising:

(a) having a set of defined states, said states comprising at least one of a: time restriction, location restriction, gaming device restriction further configurable to only enable play on a subset of gaming devices on which said newprom data is otherwise usable, game play enhancement, or, award level enhancement and applicable to gaming devices having at least one game whose outcome is at least partially determined by a

random event;

(b) receiving information associated with a potentially applicable situation;

(c) characterizing said received information into a set of states;

(d) comparing said set of defined states with said set of characterized states;

(e) issuing a newprom award if there is a specified relationship between said set of defined states and said set of characterizing states;

(f) continuing with step (b) after a specified event occurs or a specified amount of time has passed, if indicated;

(g) finishing, if no further processing is indicated.